

Loading instructions

Amstrad Load Instructions 464: Press CTRL and small Enter
6128: Type ITAPE and press Return.

Press CTRL and small Enter

Enter to Start Game

Space to launch the ball

The flippers are controlled by the Z Key and / key right flipper

Chasing A High Score

The rules of pinball are simple - keep the ball in play for as long as possible and rack up as many points as you can. In this implementation of the game, the machine doesn't eat coins - and no matter how much you shove and pull on the flippers, there's no danger of getting the dreaded TILT message! So on you go As with a real pinball machine, a little care and thought can add points to your game. Don't just hit the flippers every time the ball gets near - try and catch the ball, let it come to rest and then bash it back into play with an aimed shot. And real bonus rounds can increase their score considerably by letting the bonus value on the dial build up before collecting the bonus value with a well-aimed shot through the bonus trap feature.

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Finding Your Way Around The Table



(1) Bonus Dial

Bonus points are awarded in hundreds - the circular counter keeps track of the bonus score, lighting the 20, 30 and SPECIAL lights when 2,000, 3,000 and 4,000 bonus points have been accrued. The bonus score showing on the counter is automatically added to your score and the counter is reset to zero whenever you manage to get the ball into the Bonus Trap.

If SPECIAL is lit when you get the ball into the Bonus trap, you are awarded an extra ball, and from then on while the current ball remains in play, there's no need to get it into the Bonus Trap to collect bonus

points - they are automatically added to your score each time you clock up 1,000. If you do bash the ball into the Bonus Trap again, you collect 5,000 points, so it's still worth going for. When the ball goes out of play, the Bonus Dial resets to zero.

(2) Bonus Trap.

Get your ball in here when there's a decent bonus showing on the clock. You've got to get the **Gate (3)** open first however, and it is only open while the **Revolver (4)** is spinning round. Some nifty work with the right flipper is called for ... And you collect ten points for each revolution of the Revolver, so go for it.

(5) Rollover Lanes.

Putting the ball through one of these earns 50 points and lights the lane light. Light all three lane lights and you score 200 points and advance the Bonus Dial by 400. Flipping the right flipper shuffles the lights, so you can get an unlit light in a lane just before the ball rolls through it.

(6) The Black Hole.

Nestle the silver ball in here to collect 200 points and advance the Bonus Dial by 300.

(7) Bumpers

British Standard Pinball Bumpers - bounce the ball off 'em to collect ten points a time.

(8) Hairpin

Whizz the ball round this mini Wall of Death as fast as you can - the faster the ball travels, the more points you earn up to a maximum of 200 with an advance of 300 on the Bonus Dial.

(9) Tombstone Targets

Knock down Target One for 100 points and a Bonus Dial advance of 100; Target Two collects 200 points and advances 200; Target Three, yes you've got it, collects 300 points and advances the Bonus Dial by 300. Then drop the ball into the Target Pit at the end of the channel to reset the Tombstones and start again ...

(10) Sidebar Lights

Worth 60 points a pop; light the set of six and collect 400 points and advance the Bonus Dial by 500.

(12) Inner Rollover Lanes.

If the light is lit when the ball passes through, the Bonus Dial is bashed up by 100.

(13) Outer Rollover Lanes.

Pretty lights glow when the SPECIAL light has been lit. With the light lit, snuggling the ball down here earns a whopping 2,500.

FRANCAIS: INSTRUCTIONS DE CHARGEMENT :

464 : Appuyez sur CTRL et petit ENTER.

6128 : Tapez 1 TAPE et appuyez sur RETURN. Appuyez sur CTRL et petit ENTER.

Appuyez sur ENTER pour commencer le jeu.



Appuyez sur SPACE pour lancer la balle.

Les flippers sont commandés par les touches Z et \.

DEUTSCH: LADEANWEISUNGEN

464: Auf CTRL und die kleine ENTER-Taste drücken.

6128: 1TAPE eintippen und auf RETURN drücken. Auf CTRL und die kleine ENTER-Taste drücken.

ENTER

startet das Spiel

LEERTASTE

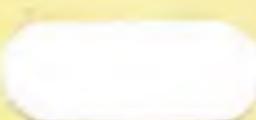
setzt den Ball in Bewegung

Die Flipper werden mit den Tasten Z und \ gesteuert.

ITALIANO: ISTRUZIONI DI CARICAMENTO:

464: Premi CTRL e INVIO e premi RETURN.

Premi CTRL e INVIO piccolo.



INVIO per avviare il gioco.

BARRA per tirare la biglia.

I flipper si controllano con i tasti Z e \

Commodore 64 version by Stephen Walters

Conversions by Activemagic

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